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Super NES

By The Axe Grinder

Batman Forever is yet another movie adaptation that aspires to make the gaming grade, this time with digitized characters. The result is like Final Fight with Pit Fighter characters: predictable punching with little pizzazz.

Holy Retread, Batman!

Right off the bat, Batman stumbles. Training mode is a head-to-head fighting contest where Batman and Robin can beat on each other or the computer. However, the simplistic head-to-head fighter lacks most of the elements of today's intense 16-bit fighters. It's boring and useless.

If you must take on this game, the Normal mode is where you want to be. The large stages are loaded with enemies, collectable icons, and power-ups. The two-player simultaneous modes are also good options. In one, you and your bud work together, in the other you compete (that is, you can punch and injure each other).

Playing Batman Forever could take forever, too. Although there are several difficulty settings, you have no continues. If you run out of time in the frustrating third stage, it's game over, and you have to begin again.

The controls work nicely, but the action that they produce stalls. Batman uses all six buttons, four for varying kicks and punches. Although this is a nice departure from the usual one-button jumps and punches of most side-scrollers, the attacks are unimpressive. When Batman punches rapidly, he looks like he's dancing. Overall, controlling the Caped Crusader is satisfactory but sluggish.

Where to? Check out your destination using the Bat computer.

Not at the Movies

This duo's graphics are hardly dynamic. The digitization of the characters was done well, but the sprites don't look right in the stages. The two masked crimefighters are fairly small and clash with the washed-out backgrounds, which ruins the dark atmosphere that characterizes this game and the movie it's based on. The bottom line: Batman just doesn't give you the feeling you're interacting with the movie.

The sounds belong in a cave. Well-composed but monotonous music rings in the ears. The lifeless smacks of punches and kicks, intermixed with the occasional "oof" and "aahhh," really keep the adrenaline level low.

Save the Batman

In comparison with the other SNES Batman games, Batman Forever is for the bats. The Adventures of Batman and Robin is still the best – it's light-years ahead of this one. G

PROTIP: Kick or punch all objects in the stages. You can find items hidden everywhere.

PROTIP: Use the grappling hook to reveal items hidden above.

PROTIP: With the clock running, grab all the time-extending icons in Stage 3, or it's game over.

PROTIP: Some dangerous areas can harm enemies – like the electricity in Stage 1.

PROTIP: Batman is invincible while swinging from his grappling hook.

Practice your fighting skills in the Training mode.

Super NES Game ProFile

Batman Forever

(By Acclaim)

Batman Forever is the disapointment of the season. The graphics and sounds re-create little of the movie's atmosphere, and tired gameplay fails to deliver captivating action.

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	3.0	2.0	INT. (Intermediate)

Price not available
Available fall '95
Action/adventure
2 players
Side view
Multiscrolling

Genesis

By Tommy Glide

Don't bother asking Santa for Batman Forever this holiday season. Ol' Saint Nick should keep this cart at the North Pole, far from anyone's Genesis.

PROTIP: Bomb the middle of the room below Mad Pete and Mad Jeff. The explosion clears a trapdoor to a hidden area.

Guano, Anyone?

The game follows the film's plot, or at least tries to. Playing as either Batman or Robin (two gamers can play as the dynamic duo simultaneously), you chase the Riddler and Two-Face through eight of the most boring levels to be found in Gotham City.

With a poor mixture of platform adventure and side-view fighting, Batman Forever never gains momentum. The fighting moves were modeled after those in Mortal Kombat, but don't let that fool you: The beat-em-up action in this pale imitation is flat and outright boring. Batman Forever tries to liven things up with riddles that hint at hidden rooms and power-ups, but these puzzles only hinder the already-sluggish pace.

Graphically, this dark game captures the film's gothic look. To a fault. So much of the background is black that you'll think the game's artists went on strike and left some areas unfinished. The nicely digitized characters and fairly smooth animations are eye catching, but after a few levels, you'll tire of Batman's clunky walk.

PROTIP: When confronting two opponents at once, use the rolling attack frequently to avoid being ambushed from both sides.

Holy Bad Audio!

The anemic sound makes the graphics look great. A first-year piano student could have scored the music on a cheap synthesizer.

The highly distorted voice samples and the so-so fighting effects will drive you toward the Mute button. You're better off just humming the U2 song from the movie than listening to the game.

Lousy Forever

Batman Forever's fighting controls are so complicated that a six-button controller is essential. But no matter how well you master the controls, you'll still take cheap shots from double-team attacks and unavoidable obstacles.

This game sorely lacks the film's death-defying thrills. It fails to deliver enough bang for the big bucks that it costs. If you must play it, rent it. But if you don't want to waste your cash, avoid this Bat-astrophe forever. G

Elevator Action

On the second elevator ride, quickly shoot your grappling hook up to get onto the roof, then shoot it up again.

Your destination: This hidden area filled with health

PROTIP: Shut down this machine in the Arkham Asylum by lobbing a Flash Globe at it. Defeat the two enemies that appear, and you earn a power-up that fully restores your health.

PROTIP: Once you're on the subway tracks, shoot your grappling hook and hang from the ceiling to avoid being hit by the train. To find hidden areas with power-ups, aim for the gaps in the ceiling and lift yourself up.

PROTIP: When you're playing as Batman and your opponent is just out of range, nail them with your Flash Globes to stun them, then walk in and whack them with an uppercut.

Genesis Game ProFile

Batman Forever

(By Acclaim)

K-A

The atrocities the Riddler and Two-Face commit in Gotham are nothing compared with the crimes Batman Forever wreaks on your Genesis. Somebody get a shovel.

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	3.0	2.0	INT. (Intermediate)

$74.95	2 players
24 megs	8 levels
Available now	Side view
Beat-em-up action/adventure	Multiscrolling